



## ALFRED PENNYWORTH

### SHOTGUN BLAST SPECIAL ATTACK

Range 5. Attack 3.

Choose a figure to attack. Any figures adjacent to the chosen figure are also affected by the Shotgun Blast Special Attack. Alfred Pennyworth only needs a clear sight shot at the chosen figure. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Alfred Pennyworth cannot be affected by his own Shotgun Blast Special Attack.

### REMOTE FIELD EXTRACTION

Before moving, choose a wounded Vigilante or Sidekick that you control. Place the chosen figure adjacent to Alfred Pennyworth and immediately remove one Wound Marker from its card. Figures moved by Remote Field Extraction do not take any leaving engagement attacks. Alfred Pennyworth may only use Remote Field Extraction once per game.

### FIELD MEDIC

After revealing an Order Marker on a wounded Human Unique Hero figure you control that is adjacent to Alfred Pennyworth, and before using any other special powers on any Army Card or Glyph, you may first roll the 20-sided die. If you roll 13 or higher, remove up to 2 Wound Markers from that Hero's Army Card. If the chosen figure is a Vigilante or Sidekick, add 2 to your roll.



HUMAN

UNIQUE HERO

BUTLER

LOYAL

MEDIUM

5



3  
LIFE

MOVE 5

RANGE 1

ATTACK 2

DEFENSE 2

60  
POINTS